

**AMENDMENTS TO THE CLAIMS**

1. (currently amended): A method for synchronizing a programming signal with a ~~Flash~~ vector graphic animation movie on a client device, the method comprising:
- receiving a programming signal on a client device,
  - receiving an URI, wherein the URI specifies a location in a network from where a ~~Flash~~ vector graphic animation movie which relates to the programming signal can be obtained;
  - retrieving the ~~Flash~~ vector graphic animation movie from the location;
  - loading the ~~Flash~~ vector graphic animation movie on the client device, the client device including a ~~Flash~~ vector graphic animation player;
  - and
  - receiving a command at the client device from ~~the~~ a server, the command directing the ~~Flash~~ vector graphic animation movie on the client device to be synchronized with the programming signal.
2. (original): The method of claim 1, wherein the programming signal includes at least one of a video signal, an audio signal, a streaming video signal, and a streaming audio signal.
3. (original): The method of claim 1, wherein the URI is included as at least one of received with the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.
4. (original): The method of claim 1, wherein the network includes at least one of a publicly accessible network, a privately accessible network, a distributed community network, a wireless network, an extranet, an Internet,

and an intranet.

5. (original): The method of claim 1, wherein the client device includes a Web browser having a Flash vector graphic animation plug-in.

6. (original): The method of claim 5, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge layer for transmitting the command to the Flash vector graphic animation movie.

7. (original): The method of claim 6, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a Flash vector graphic animation movie.

8. (original): The method of claim 1, wherein the command is received through the playback of a playlist residing on a server.

9. (original): The method of claim 1 wherein the command is generated by a producer connected with the network.

10. (currently amended): The method of claim 1, wherein the Flash vector graphic animation player includes at least one of an email client capable of displaying Flash vector graphic animation movies, a Flash vector graphic animation projector, a Flash vector graphic animation plug-in with persistent socket capabilities, a Flash vector graphic animation projector with persistent socket capabilities, and a Flash vector graphic animation projector used as a screen saver.

11. (original): The method of claim 1, wherein the command is received via a persistent socket.

12. (currently amended): A computer program resident stored on a computer readable memory device accessible by a client device for synchronizing a programming signal with a Flash vector graphic animation movie on the client device, the program comprising:

a first program component resident on a memory device for receiving a programming signal;

a second program component resident on the memory device for receiving a URI, wherein the URI specifies a location on a network from where a Flash vector graphic animation movie that relates to the programming signal can be obtained;

a third program component resident on the memory device for retrieving the Flash vector graphic animation movie from the location;

a fourth program component resident on the memory device for loading the Flash vector graphic animation movie on the client device, the client device including a Flash vector graphic animation player; and

a fifth program component resident on the memory device for receiving a command at the client device from ~~the~~ a server, the command directing the Flash vector graphic animation movie on the client device to be synchronized with the programming signal.

13. (original): The program of claim 12, wherein the program is an applet.

14. (currently amended): The program of claim 12, wherein the client device includes a Web browser having a Flash vector graphic animation plug-in.

15. (currently amended): The program of claim 14, wherein the Web browser includes a receiver in communication with a bridge layer, the bridge

layer for transmitting the command to the ~~Flash~~ vector graphic animation movie.

16. (currently amended): The program of claim 15, wherein the receiver includes at least one of a receiver applet, an ActiveX control, a Java applet, and a persistent socket function of a ~~Flash~~ vector graphic animation movie.

17. (original): The program of claim 12, wherein the command is received from the playback of a playlist on a server.

18. (original): The program of claim 12, wherein the command is generated by a producer connected with the network.

19. (currently amended): The program of claim 12, wherein the ~~Flash~~ vector graphic animation player includes at least one of an email client capable of displaying ~~Flash~~ vector graphic animation movies, a ~~Flash~~ vector graphic animation projector, a ~~Flash~~ vector graphic animation plug-in with persistent socket capabilities, a ~~Flash~~ vector graphic animation projector with persistent socket capabilities, and a ~~Flash~~ vector graphic animation projector used as a screen saver.

20. (currently amended): A system for presenting a programming signal and a related ~~Flash~~ vector graphic animation movie, the system comprising:

a first means for receiving the programming signal;

a second means for receiving one or more URIs, wherein the URI specifies a location on a network for the ~~Flash~~ vector graphic animation movie;

a means for decoding, connected to the second means for receiving the URI to determine the location on the network for the ~~Flash~~ vector graphic

animation movie;

a means, connected with the decoding means, for sending message requests to the location on the network for the Flash vector graphic animation movie and for retrieving the Flash vector graphic animation movie residing at the network location;

a means, connected with the means for sending message requests, for playing the Flash vector graphic animation movie;

a presentation means, connected to the first and second receiving means, for presenting the programming with the Flash vector graphic animation movie; and

a means for receiving a control signal from a server, the control signal controlling the Flash vector graphic animation movie to be synchronized with the programming signal.

21. (original): The system of claim 20, wherein the programming signal contains a video signal and an audio signal.

22. (currently amended): An apparatus for presenting a programming signal and a related Flash vector graphic animation movie, the system comprising:

decoder for receiving at least one URI, decoding the at least one URI and determining a location corresponding to the URI; and

a least one presentation device for presenting a programming signal, retrieving a Flash vector graphic animation movie from the location and presenting the Flash vector graphic animation movie;

whereupon receiving a programming signal and at least one URI, the decoder decodes the URI to determine the location, and the at least one presentation device retrieves the Flash vector graphic animation movie from the location, presents the Flash vector graphic animation movie, and receives

at least one command providing direction to the presentation of the ~~Flash~~ vector graphic animation movie so as to be synchronized with the programming signal.

23. (currently amended): The apparatus of claim 22, wherein the at least one presentation device includes a first presentation device for presenting the programming signal and a second presentation device for presenting the ~~Flash~~ vector graphic animation movie.

24. (currently amended): The apparatus of claim 22, wherein the presentation device presents the programming signal on a first layer and the ~~Flash~~ vector graphic animation movie on a second layer.

25. (currently amended): The apparatus of claim 22, wherein the presentation device presents the programming signal on a first window and the ~~Flash~~ vector graphic animation movie on a second window.

26. (original): The apparatus of claim 22, wherein the URI is received as at least one of contemporaneously with the programming signal, prior to the programming signal, separately from the programming signal, embedded in the programming signal, and embedded in a vertical blanking interval of the programming signal.

27. (canceled).

28. (currently amended): A method for controlling a ~~Flash~~ vector graphic animation movie by a server, the method comprising: identifying a ~~Flash~~ vector graphic animation movie; and sending a command from the server to a client device, wherein the command

controls the presentation of the Flash vector graphic animation movie to be synchronized with a programming signal to which the flash movie relates.

29. (original): The method of claim 28, wherein the command is sent via the playback of a playlist residing on the server.

30. (original): The method of claim 28, wherein the command is generated by a producer connected with the network.

31. (original): The method of claim 28, wherein the command is generated live.

32. (original): The method of claim 28, wherein the command is received via a command line interface.

33. (currently amended): A method for synchronizing a programming signal with a Flash vector graphic animation movie on a client device, the method comprising:

receiving a programming signal on a client device,

receiving an URI, wherein the URI specifies a location in a network from where a Flash vector graphic animation movie which relates to the programming signal can be obtained;

retrieving the Flash vector graphic animation movie from the location;

loading the Flash vector graphic animation movie on the client device, the client device including a Flash vector graphic animation player;

downloading a playlist from a server;

playing the playlist on the client device, wherein the playlist controls the presentation of the Flash vector graphic animation movie on the client device to be synchronized with the programming signal.

34. (currently amended): A method for controlling a Flash vector graphic animation movie by a playlist, the method comprising: identifying a Flash vector graphic animation movie; downloading a playlist onto a client device from a server; and playing the playlist on the client device, wherein the playlist controls the presentation of the Flash vector graphic animation movie to be synchronized with a programming signal to which the flash movie relates.

35. (currently amended): A method for providing a real-time data feed to a client device having a Flash vector graphic animation movie, the method comprising:

receiving a real-time data feed at the server;

generating a command at a server, the command directed to a Flash vector graphic animation movie on the client device, and the command responsive to the real-time data feed; and

sending the command to the client device;

wherein the command sent to the client device directs the Flash vector graphic animation movie playing on the client device to be synchronized with a programming signal to which the flash movie relates.

36. (original): The method of claim 35, wherein the server is accessible via a communications link further comprising at least one of a network, an intranet, an extranet, the Internet, a distributed community network, a publicly accessible network, a privately accessible network, a wireless network, and a stand-alone configuration separate from a network.

37. (original): The method of claim 35, wherein the command is sent via a persistent socket.



38. (original): The method of claim 35, wherein the real-time data feed includes at least one of a stock ticker, a sports ticker, a news ticker, an advertising ticker, and a current event ticker.

39. (canceled).

40. (currently amended): A computer readable medium providing a data structure configured to provide a real-time data feed to a client device having a ~~Flash~~ vector graphic animation movie by:

receiving a real-time data feed at the server;

generating a command at a server, the command directed to a ~~Flash~~ vector graphic animation movie on a client device and responsive to the real-time data feed; and

sending the command to the client device;

wherein the command sent to the client device directs the ~~Flash~~ vector graphic animation movie to be synchronized with a programming signal to which the flash movie relates.

Claims 41-47 (canceled).